

Auction Bridge

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Book 56

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AUCTION BRIDGE

Honor and fame from no condition rise ;
play well your cards, there all the honor lies.

AUCTION BRIDGE

A CLEAR, CONCISE, AND UP-TO-DATE STATEMENT OF THE
TENETS, RULES, AND PRINCIPLES GOVERNING
THE GAME OF AUCTION BRIDGE

BY

ANNIE BLANCHE SHELBY

AUTHOR OF "STANDARD WHIST"
AND "BRIDGE ABRIDGED"

ALSO

THE LAWS OF AUCTION BRIDGE

AS IN USE BY THE LEADING CLUBS



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TO

THE DEAREST OF MOTHERS

WHO PLAYS NEITHER WHIST, BRIDGE, NOR AUCTION

BUT WHO, NOT BECAUSE OF THIS

BUT *IN SPITE OF IT*

IS WITTY, WISE, LOVABLE AND GRACIOUS

THIS LITTLE WORK IS

AFFECTIONATELY DEDICATED

PREFACE

In the fall of 1908 at which time I conducted my first classes in Auction Bridge, so far as I can determine, I being one of the first, if not *the* first, to teach the game, I was repeatedly urged to write a text-book on the subject.

At that time, however, the game was so new and in such a tentative and experimental stage; principles and conventions had been so slightly tested; in a word, there was so little that was really tangible on the subject that I deemed the venture impracticable.

Later, when the game assumed more definiteness, conditions were such that I was unable to undertake the work, and it is only now, after a lapse of two and one half years, that I find myself with the necessary leisure and in the receptive mood essential to its satisfactory accomplishment.

PREFACE

When Auction was first played it was governed by quite different principles from those governing it at the present time. The bidding in particular—this element, by the way, constituting one of the most potent charms of the game—was influenced by essentially different conditions. While the system then in use had in it much that was commendable, it nevertheless left much to be desired, which lack the system now in use abundantly supplies.

This little work is thoroughly up to date and in strict accord with the tenets and principles of the game as at present played.

I have purposely avoided any lengthy discussion of the play of Bridge proper, not only on the assumption that the player essaying Auction will have some previous knowledge of Bridge—this being in fact essential—but because of my desire to keep the book within as small a compass as possible.

As in the case of my former works “Standard Whist” and “Bridge Abridged” I have aimed for simplicity, clearness and as far as sible, consistent with thoroughness, brevity.

PREFACE

I sincerely hope that these ends have been attained and that the work may prove a clear, faithful and agreeable guide.

ANNIE BLANCHE SHELBY,

The Author.

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AUCTION BRIDGE

INTRODUCTORY

As Bridge is a variant of Whist, so Auction is a variant or offshoot of Bridge, and as Bridge has almost if not quite supplanted Whist, so Auction promises in turn to supplant Bridge.

Be this as it may, there is no doubt at the present time of its exceeding and constantly growing popularity. In social and club circles both in our own country and abroad the number of Bridge devotees is constantly diminishing and the newer, more diverting and who shall say, less scientific game, is claiming daily new recruits and receiving, more and more, eager, rapt and absorbed attention.

The element of bidding, a factor unknown to Bridge, and which constitutes in fact one of the essential differences between the two games, in-

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vests the game with a peculiar fascination which few can resist, its very elusiveness supplying the game with new zest and giving it added charm.

Another factor which adds greatly to its attractiveness and surrounds it with a certain sportsmanlike character foreign to Bridge is that every player at every deal rather than every four deals, has the chance to bid for the declaration and play the two hands, the advantage of which is fully understood by all Bridge players.

How often at Bridge when holding a strong hand have we realized, and generally in unquietness and perturbation of spirit that, whereas had we the dealer's privilege and could declare to suit ourselves, we would make game, or rapid strides towards it, in our unfortunate position as adversary, we could but play on the defensive and garner what few tricks we might.

At Auction this is entirely eliminated, all players at all deals having an equal chance, and while to be sure a player who uniformly holds the best cards, may have the most frequent opportunities of playing the two hands—(this in fact being one of the few objections urged

INTRODUCTORY

against the game) it will in reality happen but seldom that the fates will so favor one player and so discriminate against the others.

Many fine points and infinite strategy and finesse are involved in the process of bidding. Indeed when it is taken into account that to the fine points of Bridge play are added the oftentimes complex and strategic features of bidding, it becomes a mooted question that as between the two games, Bridge and Auction, Auction is not the more scientific game of the two.

The objection at times arises that because of the inferences as to the holdings afforded by the various bids, the game becomes in a sense mechanical, the players possessing greater knowledge to begin with, and depending less upon inferences as the game unfolds. While it cannot be denied that the inferences gained from bids are often helpful in enabling one to locate certain suits and determine upon the relative strength or weakness of the respective hands, it is also true that to make the most of such inferences, weighing them in all their bearings and finally weaving them into a stronghold of attack or de-

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fense, as the case may be, calls for mentality and skill of the most consummate and finished order.

Besides: much information and many valuable inferences are at times obtainable from the declaration at Bridge. More especially is this true when the declaration is an "over."

Auction has been aptly described as a combination of Vingt, Solo, Whist and Bridge. It is certainly correctly named, since the declaration is put up to auction, as it were, and the highest bidder secures it.

Both London and the East claim the distinction of having first played the game in its present form.

PRELIMINARIES

Auction like Bridge is a partnership game and is played by four persons, the question of partnership being decided by cutting. The players cutting the two higher cards pair against those cutting the two lower.

In cutting the king ranks as the highest card and the ace the lowest. When cards are cut of otherwise equal value, the question is determined by the rank of the suits, spades ranking as highest, next clubs, then diamonds, and lastly, hearts. This, it will be observed, is in inverse order to the rank of the cards in actual play.

The player cutting the lowest card of all is the dealer and has the choice of cards and seats.

It is customary to use two packs of cards, one pack, known as the *still pack*, being shuffled for the next dealer by the partner of the one dealing. The deal passes in regular order from left to right, regardless of who becomes the successful

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bidder and plays the two hands. The *still pack* marks the player next to deal, it being placed always to his left, that is, to the right of the adversary shuffling.

Previous to the deal the dealer presents the pack to his right hand adversary to be cut. In cutting two things should be observed: the pack removed should be placed *towards* the dealer, and at least four cards should be left in each packet, the one removed and the one remaining.

As in Bridge the cards are dealt one at a time from left to right, the entire pack being used and each player receiving thirteen cards. Upon the completion of the deal and after the cards have been counted and sorted as to their respective value as trick-winners, and the suits alternated as to color—this to lessen the danger of a revoke—the dealer bids for the trump, or no-trump, as the case may be.

The dealer *must* bid. In Bridge he can shift the responsibility of the declaration to his partner, but not so in Auction.

Following the dealer's bid, each player in turn, beginning with the player to the dealer's left,

PRELIMINARIES

either bids, i. e., overbids the bid previously made, passes, or doubles.

The player making the highest bid (the bid of highest numerical value) is known as the "declarant" and plays his own and his partner's hands. One exception only:—When the two partners make the same declaration, not the one bidding the larger number of tricks, but the one originally making the declaration, plays the two hands.

The bids range in value as the declarations in Bridge; first, and highest, no-trumps, then hearts, then diamonds, next clubs, and lastly, spades.

A bid calling for a greater number of tricks to make good, outbids one calling for less, though of the same numerical value. That is, a bid of "two diamonds" outbids "one no-trump"; "three hearts," "two no-trumps"; "three clubs," "two diamonds," etc., etc.

In bidding a player names not only a specific declaration, as no-trumps, hearts, or diamonds, as the case may be, but a specific number of tricks as "one no-trump," "two hearts," "three

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diamonds"; his meaning being that if his bid prevails and he plays the two hands, he *contracts* with the aid of his partner's hand, to take the above-named number of tricks; one over the book at "no-trumps," seven in all; two over the book at "hearts," eight in all; three over the book at "diamonds," nine in all.

It will be observed that a player *must* bid at least one odd trick, that is, at least one trick over the book.

In doubling or passing, one should also use a certain prescribed form, "I double two no-trumps," being better than "I double"; and "No more" or "I pass two diamonds," being better than "I pass."

A player may bid indefinitely, naming a greater number of tricks in the bid originally made, or changing to another—bearing in mind that bids must be on a constantly increasing ratio—so long as he is overbid, doubled, or re-doubled. Except under these conditions no player can raise his first or original bid, and so, when three players successively have announced a "pass," the bidding ceases and the highest bid stands.

PRELIMINARIES

The player to the left of the successful bidder leads to the first trick. Then, as in Bridge, dummy's hand is laid face upward upon the table—dummy in Auction being the partner of the successful bidder—and the game proceeds.

The principles governing play are intrinsically the same as those governing Bridge play, varied and modified to be sure as occasion demands by the inferences gained from the bids, or lack of bids, of the respective players.

SCORING

Auction is a game of big scores and oftentimes big differences, and whereas in Bridge it occasionally happens that the winners of the rubber have in reality a lower score than their adversaries because of the adverse honor score, in Auction this is frequently the case.

As has been stated, the bids range in value as the declarations in Bridge; first, and highest, "no-trumps" (12); next, "hearts," (8); then "diamonds," (6); then "clubs," (4); and lastly, "spades," (2).

Honors, slam and chicane score as in Bridge; *honors*, to the side holding the majority; *slam*, to the side making it; *chicane*, to the player, and of course his partner, who lacks the trump. (A table of values appears on page 15.)

SCORING

As in Bridge, the honors at a trump are the ace, king, queen, jack and ten of the suit; at "no-trumps," the four aces.

Also as in Bridge, the game consists of 30 points obtained by tricks alone. The rubber, however, gives a bonus of 250 points rather than the conventional 100 known to Bridge. This is to counteract to some extent the heavy adverse score often accruing from *penalties*, and to make game under ordinary conditions rather than the acquisition of penalties, the player's first and chief consideration.

The declarant's side only scores towards game, that is, below the line, or in the trick score. If the declarant fulfills his contract, i. e., if he takes the number, or more than the number of tricks he bids, he scores as in Bridge. If he fails in his contract, taking less than the number of tricks he bids, he scores nothing towards game, even though he perhaps wins the odd trick or tricks.

For every trick that the declarant fails to win of the number named in his contract, the adversaries score 50 points in the honor score, or

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above the line. At a double this is increased to 100; at a re-double, to 200.*

These are known as *penalty points*, and as can be seen are an important factor, they having the power materially to augment or diminish the value of the rubber. They often as well have an influence upon the bidding and the management and play of the hand throughout.

As an illustration of the foregoing, the bid obtains, we will say, at "two hearts." Result of the play shows the declarant with one heart only, seven tricks. Though he wins the odd trick, in reality he is a loser, and to the extent of one trick. For this trick the adversaries score 50 points (penalty) in the honor score.

Again:—The bid is "two no-trumps." Declarant wins five tricks only, the two odd tricks, eight in all, going to the adversaries. Declarant's loss is three tricks, for each of which the adversaries score 50 points, a total of 150. Were the two no-trumps doubled, they would score 100

* At a one spade bid, the loss is restricted to 100 points, regardless of the number of tricks lost, or of a double or re-double.

SCORING

for each of the three missing tricks, or 300. Were there also a re-double, 200 for each under-trick, or 600.

All these points, it must be distinctly understood, are scored *above the line, or in the honor score, the adversaries under no conditions scoring below the line, or towards game.*

In calculating a player's loss, simply deduct the number of tricks taken from the number bid. For instance, the bid stands we will say, at "three no-trumps," nine tricks. Declarant wins the odd trick only, seven tricks. Seven from nine leaves two, and two tricks, therefore, represent his loss. Again: the bid is "two hearts." Result of play shows five tricks only. The contract being for eight tricks, and five only being taken, the loss is three tricks.

A peculiarity of Auction and one that often has a direct influence upon a bid, is that while the bids or declarations have varying values, and the declarant if winning scores accordingly, the penalty points are uniform, 50 points for every undertrick whether the bid be no-trumps, hearts, diamonds, clubs, or a two, or greater, spade.

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When the declarant makes good, having been doubled, he scores the doubled trick value below, as in Bridge. He also scores 50 points *above the line* for making good at a double, and 50 points, also *above the line*, for each and every trick he may take over and above the number bid.

If he makes good at a re-double, he scores the re-doubled trick value below, 100 *above the line* for making good, and 100, also *above the line*, for each and every trick taken in excess of the number bid.

To determine finals, add the trick and honor scores of the two sides separately, and deduct the smaller sum from the larger. The difference represents the gain, and as has been stated, it will turn out not infrequently that the side losing the rubber has in reality the larger and more valuable score.

TABLE OF VALUES

When trumps are.....	S.	C.	D.	H.
Each trick above six counts...	2	4	6	8
Three honors in two partners'				
hands count	4	8	12	16
Four honors in two partners'				
hands count	8	16	24	32
Five honors in two partners'				
hands count	10	20	30	40
Four honors in one hand count	16	32	48	64
Five honors (one in partner's				
hand) count	18	36	54	72
Five honors in one hand count	20	40	60	80
No trumps in one hand in-				
creases honors	4	8	12	16
Chicane (a hand without				
trumps) counts	4	8	12	16

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WHEN THERE ARE NO TRUMPS

Each trick above six counts.....	12
Three aces in two partners' hands count...	30
Four aces in two partners' hands count....	40
Four aces in one hand count.....	100

Slam (when one side takes all the tricks) counts	40
Little slam (when one side takes all but one trick) counts	20

Successful bidder and his partner only score below the line or in the trick score. If they take the number or more than the number of tricks they contract to take, they score according to the values as above given.

If they take less than the number of tricks they contract to take they score nothing in the trick score, though they may take the odd trick or tricks.

The odd trick is the trick over the book. Book is a term applying to the first six tricks a side takes.

TABLE OF VALUES

For every trick that the declarant fails to take of the number bid, the adversaries score 50 points in the honor score or above the line.

At a double they score 100 points in the honor score, or above the line.

At a re-double, they score 200 points in the honor score, or above the line.

The adversaries *never* score in the trick score, though they take the odd trick or tricks.

When the declarant (successful bidder) makes good at a double, he scores the doubled value below the line, or in the trick score.

He also scores 50 points in the honor score for making good at a double and 50 points in the honor score for every trick he takes more than the number he bids.

When the declarant makes good at a re-double, he scores the re-doubled value of the tricks below the line; and above the line, or in the honor score, 100 points for making good, and 100 points for every trick taken in excess of the number bid.

Game consists of 30 points obtained by tricks alone.

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The rubber game gives a bonus of 250 points. The rubber is the best of three games. If two games are won consecutively by one side, the rubber is complete and the third game is not played.

Points for honors, slam, chicane, penalties and the rubber are recorded in the honor score.

THE DEALER'S FIRST OR INITIAL BID

As has been stated, the dealer cannot, as in Bridge, shift the *onus* or responsibility of the declaration or bid.

Whether his hand be good, bad, or indifferent, whether it promise many tricks or none at all, the *first* or *initial* bid must be made by him.

The earlier treatises on the game favored a negative or waiting policy on the part of the dealer, and whether his hand were an obvious no-trumper, whether it were strongly red or hopelessly weak, advocated an *initial* bid of "one spade." This with the understanding that third bidder (his partner) would raise the bid in the event of second bidder not doing so—this being one of the conventions of the game—and thus give him (the dealer) a chance for a second bid when, because of the inferences gained from intermediate bids, he could perhaps bid with more definiteness and assurance of success.

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While such policy doubtless had some advantages, further experience has demonstrated that the better course is to show at once the relative strength or weakness of the hand.

This in the hope, when the bid promises good results, of securing it and perhaps going game; in any event, to convey immediate and direct inferences to one's partner, and perhaps guide him as to his policy; also, to shut out, if possible, informatory bids on the part of the adversaries, inferences from which, properly applied, might easily work to their advantage, and, conversely, to the dealer's disadvantage.

The goal towards which a player's efforts should first chiefly be directed is game; failing in this, the fulfillment of his contract; failing in this, to lose as few tricks as possible.

Game, then, being the first consideration, it follows that the no-trump declaration, which offers the greatest possibilities to this end, should be named under all conditions warranting it.

THE DEALER'S INITIAL BID

THE INITIAL NO-TRUMP BID

The question arises: What warrants a no-trump bid? We would say in answer, first, a hand justifying a no-trump declaration at Bridge, as hands containing four aces; three aces; two aces with king, queen in a third suit; or one ace with protection in the three remaining suits.

Secondly—a hand containing the equivalent of three aces. In other words, containing *stoppers* in three suits. Under this heading come such combinations as king, queen; king, jack, ten; queen, jack, ten; and generally queen with jack *or* ten and one or more small cards. Length is in itself protection, and a suit headed by king, queen, or even jack, and containing sufficient small card protection, will at times stop an adverse suit. This, however, is by no means dependable, and the beginner at least should regard it warily.

By a stopper is meant a card that will eventually *stop* or take a trick in a suit; not neces-

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sarily the first, second or even the third trick, but that sooner or later will attain this end.

It is rarely advisable to bid no-trumps on two suits only, though this is occasionally done when holding unusual strength in the two black suits or when, with a fully established black suit, the hand contains re-entry in another suit. A call of this nature is not necessarily attended with risk, since the adversaries, if strong in red, will likely announce the fact, thus suggesting the expediency of a pass as our second policy, unless, to be sure, partner's announcement should be such as to encourage us in our original policy.

However, except for the wish to preclude informatory bids, and the chance that we may be left with the black trump—the adversaries occasionally finding it expedient to leave us with a bid which insures no possibility of our going game—the “two” trick black, clubs or spades, as the case may be, would generally be the better call on a hand as above described. Then, in the event that we should get another try at a bid, we would still have it in our power to call no-

THE DEALER'S INITIAL BID

trumps, if, after the inferences gained from the bids, or lack of bids, of the other players, it would seem expedient to do so.

As an *initial* bid a light no-trumper is seldom advisable. However, should it be attempted, black suit strength would be an essential condition. On a subsequent round, if no particular strength has been indicated adversely, a somewhat light no-trumper often resolves itself into a good bid.

While, as has been stated, no-trumps should be called on hands containing four aces, in cases where the heart suit is strong, and the remaining aces perhaps unprotected by high cards, the "one" or greater heart bid is often the better bid. This is but in accord with the old Bridge rule that when the hand promises perhaps equally well at no-trumps or hearts, or when in doubt between the two declarations, one suit being, perhaps, defenseless, hearts is the better declaration, the risk being less and the results, as a rule, equally good.

At all declarations, whether no-trump or a trump, aces are an important factor. Their

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honor value at Auction, however, is of relatively small importance as compared with their *honor* value at Bridge, because of the increased value of the rubber, and the heavy overline score often accruing from penalties.

The advantages of the *initial* no-trump bid are manifold.

In the first place, it is the most valuable of all the bids, and insures the highest score when it wins. If it loses it entails no greater loss than would any other bid with the single exception of the "one" trick spade.

It gives partner direct and definite inferences as to the special character of our holding and often influences his policy.

It generally prevents a double. Not only is a premature double unwise for the reason that it locates adverse strength, but a double of a "one" trick contract offers a comparatively easy outlet of escape, a "two" trick red rendering it null and void.

Even the minimum, "one no-trump," practically shuts out an adverse black bid, and compels a "two" trick red. "Two no-trumps" shuts

THE DEALER'S INITIAL BID

out the adverse black, practically shuts out a diamond, and compels a "three" trick heart.

THE INITIAL RED SUIT BID

A hand calling for a red suit declaration at Bridge (bearing in mind the comparatively small importance of honors, save for their trick taking qualities) generally justifies the suit bid at Auction: a "one" trick bid, if the suit and hand are of average strength only; "two" or perhaps more, if above the average.

The "eight rule" test for a declaration at Bridge is applicable to the red suit bids at Auction. It may be stated as follows: Count the number of cards in the suit considered, giving the three high honors in the suit as ace, king and queen, the value of two rather than one. To this add the sure outside tricks as aces and guarded kings. If the total reaches eight, a "one" trick bid in the suit is usually good. If nine or more, a "two" or even a "three" trick bid is often ventured.

The higher the initial bid, the more difficult

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it is for the adversaries to overbid, and the more effectually as a rule is the informatory bid barred. This should be distinctly borne in mind, as it furnishes the keynote to many a disaster which might have been averted had the initial bid been sufficiently high.

We must not, however, run away with the idea that we should incur needless risks in order to preclude an adverse bid. On the contrary, all bids must be governed by reason and tempered with discretion. Penalty points come high, and in the effort to avoid one evil, we must use care that we be not confronted by another and perhaps greater one. To avoid Scylla, it would be the rash player indeed who would plunge headlong into Charybdis.

And besides—another reason why discretion should govern the situation—if we make good our bid we get value for each and every trick we may take in excess of the number bid, while on the other hand, if we fail to make good, we are penalized 50 points per trick for each and every missing trick.

As has been stated, when in doubt between a

THE DEALER'S INITIAL BID

no-trump bid and a heart, the heart is usually the sounder bid.

Both high card and numerical strength are the foundation of the red suit bids. However, hearts are occasionally named on hands containing six or more hearts, though lacking an honor, if there be another fairly good suit, or some outside protection. To bid hearts or diamonds, the hand should stand for not less than four tricks.

The diamond bid is also influenced to a greater or less extent by the score. At love score many construe it as an invitation for a no-trump call. At an advanced score it implies a willingness to play the hand at the diamond trump.

A diamond bid at any score on numerical strength alone would be unsound. In such case the "one" trick spade is the only sound and safe bid.

THE INITIAL CLUB BID

The *initial* club bid is especially important by reason of the valuable inferences which it embodies.

While it denies the essentials to a no-trump,

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or a red suit bid, it generally shows a long, fully established, or nearly established club suit, or high card club strength, and more or less outside strength, and it serves as an intimation to third bidder (the dealer's partner) to change the bid to no-trumps, if he is otherwise justified in so doing.

A "two" trick club bid proclaims greater strength than the "one" trick club bid, and serves more than ever as an intimation to third bidder to call no-trumps, if, as above stipulated, conditions otherwise warrant the bid.

High card rather than numerical strength is essential to the club bid, though both elements of strength are important, and, lacking outside assistance, essential. In other words, clubs are often called on high card club strength, when the hand contains more or less outside assistance, but to call clubs on numerical *without* high card club strength, even though outside strength be in evidence, would be unsound. In such case the "one" trick spade is the proper call.

As has been stated, we are occasionally left with a black bid when it insures no chance of our

THE DEALER'S INITIAL BID

going game, so a willingness to play the hand at the club trump, even if doubled, is one of the essentials to the club bid.

THE INITIAL SPADE BID

The "one" trick spade is never called except by the dealer, and then only when his hand admits of no other bid, it being hopelessly weak, or perhaps containing a slight amount of scattered strength, though falling immeasurably short of a no-trumper.

As has been repeatedly stated, the dealer *must* bid. Therefore, with a hand so constructed, his harbor of refuge lies in the "one" trick spade, otherwise known as the "safety bid," because, regardless of the number of undertricks, or a double or re-double, the loss is restricted to 100 points.

While, as appears from the above, the "one" trick spade bid is not necessarily indicative of a hopeless hand—the hand in fact being occasionally good for two, in rare cases for three tricks—it nevertheless serves as a warning to the dealer's

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partner to rely chiefly upon his own holding for the successful outcome of whatever bid he may elect to make.

A "two" trick spade bid conveys much the same information as the "two" trick club, showing a long, fully established or nearly established spade suit, or high card spade strength with more or less outside assistance. Like the club bid, it serves as an indication to third bidder to increase the call to no-trumps, if he is otherwise justified in so doing.

In conclusion, let me caution the player carefully to discriminate between a *no-trump hand* and an *assisting no-trump hand*, and to avoid the sometimes fatal error of *inviting* a no-trump bid when he himself should call no-trumps.

SECOND BIDDER'S POLICY

While second bidder possesses a certain advantage over the dealer as regards a bid, he having inferences, which the dealer has not, as to one holding besides his own, it is doubtful if this is productive always of real benefit.

Second bidder, unlike the dealer, is not under compulsion to make a bid. At the same time, his policy calls for the full exercise of finesse, subtlety, shrewdness, calculation and judgment. In fact, no player requires these qualifications in fuller measure, as regards his original policy, than second bidder, the player to the left of the dealer.

To be sure, the nature of the dealer's bid with its bearing upon second bidder's holding, and the state of the score, have often a determining influence. Still, a policy which would be right at one bid and at one score, would often be

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wrong at the same bid and a different score, or at the same score and a different bid, and to differentiate between them and do the proper thing at the proper time involves perception of the most delicate and discriminating order.

While much, in fact the greater part, must be left to the adaptability of the individual player, and it would be impossible, as well as inexpedient, to formulate rules or even suggestions which would fit each and every case, we will nevertheless review as briefly as possible the various *initial* bids and at varying scores, with their most logical bearing upon second bidder's policy.

The importance of the dealer's bidding sufficiently high as to preclude a bid on the part of the adversaries, thus preventing a showing of general strength, or of strength in a particular suit, in either case inferences from which could often be used as a strong combination against him, the dealer, has been fully explained.

By inverse reasoning it follows that the adversaries should improve every opportunity that offers to make such bid, not necessarily in the hope of securing the bid, but to give, each to

SECOND BIDDER'S POLICY

the other, inferences as to the particular holding, and at the same time perhaps force the dealer's partner, or the dealer himself, to an increased number of tricks and thus render their contract more difficult of accomplishment.

The *initial* no-trump bid more often than not prevents the adverse announcement, and as a rule serves as the dealer's surest and most effective weapon. Even the minimum, "one no-trump," practically shuts out an adverse black bid and compels a "two" trick red.

Assuming, then, that the dealer calls "one no-trump," the question arises:—What policy shall we adopt? Shall we overbid, pass or double?

The answer involves several considerations, though more often than not we will find our only recourse is a pass. However, if strong in hearts or diamonds, so strong that the hand stands the "eight rule" test, and we would call the suit were we the dealer, we should announce the "two" trick red, the cases being exceptional where we would not score game, or at least a good advance.

Game, and especially the rubber game, is gen-

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erally a player's first consideration, and whenever possible he should declare with the object in view to attain this end. At the same time, any bid which promises a good advance on the score is by no means to be ignored. The higher we advance in the score, that is, the nearer we reach the thirty points requisite for game, the greater the risks the adversaries will run to prevent our getting our bid and playing the two hands. The greater the chance, therefore, of their overbidding and of our thus scoring penalties. In the ability to force an adversary to overbid his hand, taking care ourselves not to overstep the border line of safety, lies one of the most subtle, adroit and interesting features of the game.

With insufficient strength in either red suit to bid red, though with both reds protected, a double is occasionally announced over the dealer's no-trump, in the hope to tempt third bidder to a "two" trick red bid, and again double. It may be stated that when the adversary can detect this to be the motive of the double, it would behoove him to be as wary as the doubling player himself,

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and by any means that might suggest themselves, endeavor to circumvent his artfully laid plan.

When the dealer calls no-trumps and we have little or no strength in the red suits, though perhaps protection in both black suits, a pass is our only recourse. Assuming one of the black suits to be fully established, a double would be the worst thing possible, in more cases than not inducing a change of bid and leaving us defenseless.

An *initial* "one" trick red should usually be overcalled with a "one" trick no-trump when, with a generally good hand, we are protected in the adverse red. When the adversaries' score is such that they would likely make game if securing their bid, the no-trump bid is often warranted on somewhat less strength than as above stated, though protection in the adverse suit is important and often essential. Lacking protection in the adverse suit, though with more than average protection in the remaining suits, we should call no-trumps regardless of the score, as the case would be exceptional where we would not at least make good the contract.

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We should generally overcall an *initial* "one" trick red with a "one" or "two" trick red, as the case may be, in the remaining red suit, or with a "two" trick club, when strong in the particular suit, and the bid apparently insures good results. Such bid in any event may force the adversaries higher, while at the same time it puts partner in possession of important inferences as to our holding, and perhaps influences his policy, in any case directing his lead in case third bidder secures the bid.

The expediency of showing black suit strength whenever the opportunity develops can hardly be overestimated. Therefore, when the dealer calls a black suit, we should overcall in the remaining black suit, if strong in the suit; not in the hope of expectation of the bid standing, but to give partner more or less valuable inferences as to our strength, and perhaps induce him to call no-trumps; in any event directing his lead, in case third bidder makes the no-trump call.

When the dealer's bid embodies a request to his partner to make the no-trump call—under this heading come the "two" trick spade bid,

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and the "one" and more particularly the "two" trick club—it behooves us to bid sufficiently high, if at not too great risk, as to render the call difficult, if not impossible.

When the *initial* bid is a "one" trick spade, we are in much the same position as is the dealer under ordinary conditions, and should be influenced by much the same considerations; that is, of bidding sufficiently high if our holding admits of our so doing, as to bar an informatory bid from the dealer's partner, third bidder. Should our holding preclude this, though with strength in spades, we should double. With spades fully established, as five or more containing ace, king and queen, we may, according to our judgment, call "two spades" preferably to a double, an overbid in a suit previously bid by an adversary—a recourse, however, which should never be resorted to except at a "one spade" bid—showing greater strength than a double.

In either case, to be sure, third bidder may be counted upon for an overbid, but the inferences given to our partner as to our particular holding are often of material benefit, in many cases

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guiding him as to the expediency of a no-trump bid; in any event, suggesting his lead in case the bid rests with third bidder.

When the dealer bids "one spade" at a score of less than 20, or upon any bid made by him which insures no chance of his going game, it is often advisable to pass, and more than ever if our own bid would insure but doubtful results. In fact, with a hand that offers but little chance of success at any bid which we might offer, a pass is our only recourse, even though game, perhaps the rubber game, be the issue at stake.

When the dealer bids "one spade," thus proclaiming weakness, we may at times venture a somewhat light no-trump bid, the expediency of the policy being dependent to great extent upon the score.

The greater our knowledge of Auction, the more and more will we be impressed with the fact that the score is the pivotal point on which every thing hinges; the *initial* bid; the expediency or the reverse of overbidding, passing or doubling; the management and play of the hand

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throughout. And as a knowledge of Bridge is essential to the Auction player, so a knowledge of Auction is helpful to the Bridge player. Certainly nothing so impresses upon the Bridge player the importance of *declaring, doubling and playing to the score* in Bridge, as a thorough understanding of the basic principles of Auction.

THIRD BIDDER'S POLICY

By the time it is our turn as third bidder to make an announcement, we have inferences as to our partner's holding, and an overbid, pass or double has been announced by second bidder.

The special inferences as to partner's holding with their bearing upon our own, subject, of course, to the policy adopted by second bidder, will frequently guide us as to our best course. In fact, a player familiar with the principles controlling the *initial* bid, as well as the tactics which under certain conditions and at certain scores should be adopted by second bidder, should have comparatively little difficulty in deciding upon his policy.

Still, third bidder's position is by no means that of a sinecure, and a few suggestions bearing upon the ever varying situations cannot but prove helpful.

As a general thing, we should support the

THIRD BIDDER'S POLICY

dealer's (our partner's) bid, if our hand is good for two tricks, that is, we are justified in making one of higher value, when, it is needless to state, we should do so.

When the *initial* bid is "one" no-trump and second bidder passes, we also should usually pass unless our holding be above the average in general strength, or unless we hold a long, fully established suit, when we may, at our option, *increase* partner's bid, the more effectually to bar an informatory bid from fourth bidder, which, in the event of partner's bid prevailing, second bidder, who would lead to the first trick, could take immediate advantage of.

However, should the established suit which we hold be hearts, and the hand contain little or nothing of value besides, if in our judgment it seems best we may call "two hearts" in preference to "two no-trumps." The shift to hearts is also often advisable when, the *initial* bid being "one no-trump," second bidder overbids with a "two" trick diamond or perhaps a "three" trick club, and we are without protection in the suit named, though strong in hearts.

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In either case partner reads us with strong hearts; in the first named case, with little or nothing of value besides; in the second, with no protection in the adverse suit. It rests with him, then, on the second round—assuming fourth bidder to have passed—to let the heart bid stand, or call “two no-trumps,” as in his judgment may seem best.

In this connection it may be stated that to call no-trumps, or to increase one's no-trump call, when lacking protection in a suit named adversely, is a somewhat questionable expedient, unless one holds unusually good protection in the remaining suits, or it is warranted by the state of the score. To justify the increase by one's partner, he should hold a guarded honor in the adverse suit, and be good for at least one trick in another suit; unless, that is, he holds double protection in the suit, in other words, could stop the suit twice, when the additional protection would not be so important. Also, if the state of the score demands the overcall, it may be ventured with the guarded honor in the suit only. Lacking protection in the adverse suit, the part-

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ner should increase the call only when himself holding protection in the remaining suits, or a long, fully established suit.

These principles, which are important, and should not lightly be overlooked, apply to all players regardless of their position at table.

When second bidder overcalls the *initial* "one no-trump" bid with a "two" trick red, we have at times a choice between a "two" trick no-trump and a double, dependent upon our particular strength in the adverse red, and the state of the score, more especially as to whether immediate trick points are demanded. If unusually strong in the adverse suit, and holding some outside protection, a double is often more effective than the overcall and productive in the end of a considerably higher score. With less strength in the adverse suit, though with a protected honor in the suit, and protection in at least one other suit, the "two" trick no-trump should be announced.

Partner in either case reads us with protection in the adverse suit; in case of the double, with unusual protection. He can therefore use his

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judgment—assuming fourth bidder to have announced a pass—in regard to letting the double stand, or increasing his original “one no-trump.” In the event of fourth bidder having made an announcement, the particular nature of his announcement with its bearing upon the situation as he (partner) understands it, should guide him as to his best course.

When partner announces a red bid, and second bidder overbids, we should usually overcall in partner's suit if holding strength in the suit, or high or winning cards in one or more side suits; in other words, if apparently good for two tricks—assuming, of course, that second bidder's call is not of such a nature as to make the overcall impracticable.

We should generally also overcall in the suit named by partner when, though weak in the suit, we are void or nearly void of another suit, and the chances are good for a ruff. In either case, to be sure, if we can make a bid of higher value which promises as good or perhaps better results, we should do so.

An *initial* “two” trick bid proclaims greater

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strength than a "one" trick bid, and we should be guided in our inferences and policy accordingly. Under such conditions we are often warranted in calling no-trumps on less strength than would ordinarily be required.

The *initial* "one" trick club, and more especially the "two" trick club bid, show club strength and often outside assistance, though insufficient for an original no-trump bid. Similar inferences are obtainable from the *initial* "two" trick spade; spade strength and often more or less outside strength. Such bids practically enjoin us to call no-trumps if, after hearing from the second bidder, the call in our judgment seems advisable. If second bidder passes, we should generally so call if protected in two suits, preferably red (because of partner's inferred lack of red suit strength); or one red and one black, and of the two blacks, preferably the one not called by partner. If second bidder overcalls, we should still generally make the no-trump bid if one of the suits in which we are protected is second bidder's suit. More than ever should we so call, holding the above stipulated protection,

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if the adversaries if left with their bid would likely go game.

The *initial* "one" trick spade bid is practically an admission of weakness, though, as has been explained, such bid is occasionally made on hands good for two tricks. Such inference is not dependable, however, and when partner so bids, as a rule we should depend upon our own holding for the successful outcome of whatever bid we may elect to make. If second bidder doubles, or calls "two spades" over the dealer's "one spade," it is ostensibly in the hope that fourth bidder (his partner) will call no-trumps, and, therefore, it behooves us generally to indicate our suit, if it is worth indicating and so constructed that it may be advantageously led to, in order to direct partner's lead in case fourth bidder does so call.

FOURTH BIDDER'S POLICY

As fourth bidder we enjoy a distinct advantage over the other players, as regards a declaration, we having inferences, positive or negative, as to all the holdings, partner's as well as the adversaries'.

But few additional suggestions can be given as to fourth bidder's policy, the various principles controlling the policy of second and third bidders respectively, applying under similar conditions to fourth bidder as well.

Like the other players, we find ourselves confronted by the threefold question whether to overbid, pass or double. If an overbid, whether to support partner's bid or announce one of our own. The decision hinges of course upon the measure of support we could render at partner's bid, and the particular strength of the suit we would name; in a word, as to which declaration offers apparently the greater chance of success.

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We should strive to get the full significance of partner's bid, and as closely as possible gauge its intrinsic value, bearing in mind that a "forced bid" as a rule indicates less strength than a "free bid," and calls for proportionately greater support.

A "forced bid" in contradistinction to a "free bid" is one which because of the value of a bid previously made includes a greater number of tricks than would probably otherwise have been the case. A "two" trick club over a "one" trick diamond or heart; a "three" trick club or a "two" trick diamond or heart over a "one" trick no-trump, are "forced bids." On the other hand, a "one" trick diamond or heart over a "one" trick club; or a "one" trick no-trump over any "one" trick suit bid, are "free bids."

We should generally support a "free bid" if good for two tricks. The support of a "forced bid" usually demands three.

In the event that partner's bid and the one would offer insure apparently an equal measure of success, we should obviously choose the higher of the two, not only because of its greater in-

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trinsic value, but because in overbidding it is important to call fewer tricks at a higher declaration, than a greater number at a smaller. In other words, the fewer the tricks contracted for, the greater the chance of making good, and, conversely, the less the risk of incurring penalties.

When second bidder (our partner) doubles the dealer's "one" trick spade, or overcalls with a "two" trick spade, he shows spade strength, and often outside strength as well; to a certain extent, at least an assisting hand for a no-trumper. Under these conditions, it behooves us to review our holding carefully and well to see if we are warranted in the no-trump call. Should third bidder pass we may often venture the call on somewhat less strength than would ordinarily be required, both adversaries being inferredly weak. Should third bidder announce a bid, protection in his suit would usually be essential to the call unless with unusual protection in at least two of the three remaining suits.

If second bidder doubles the dealer's "one" trick club, similar inferences as to suit strength

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are conveyed, and again we should consider our holding with reference to a no-trump call.

When second and third bidder pass an *initial* no-trump, we should not fail to indicate our suit if it is at all worth indicating. This will accomplish one of two purposes; it will either leave us to play the two hands, with perhaps a fair chance of going game, or it will force a higher adverse bid and thus make the contract more difficult of fulfillment. In any event, it will suggest partner's lead in case the bid rests with the dealer.

The expediency of allowing an adverse bid to stand which insures no chance of the adversaries going game, and when we can offer no good bid of our own, applies to fourth bidder equally with second and third. So, also, the expediency of overbidding, if at not too much risk, if the adversaries, if securing their bid, will likely go game.

A double peculiar to fourth bidder occasionally develops under the following conditions: The dealer calls no-trumps. Second and third bidders pass. We hold a solid spade suit, good, we will say, for six or more tricks if at an early

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stage we can but secure the lead. Because of the value of the no-trump bid, we of course cannot indicate the suit by a bid. We therefore resort to a double as an indication to our partner, who in the event of the dealer's no-trump bid prevailing, will lead to the first trick, that it is of the greatest importance that he lead a spade. Naturally, he will assume our suit to be spades, since he can but know that were it a red suit, or even clubs, we would indicate it by a bid.

Such double and lead are known as the "spade convention."

SECOND AND SUBSEQUENT ROUNDS OF BIDDING

As has been stated, a player may bid indefinitely so long as he is overbid or doubled. Assuming, then, that the dealer has been overbid or doubled, he gets another chance at a bid, and so on, each player in turn getting another chance until three successively pass. The bidding then ceases, and the player who has made the highest bid is known as the declarant and plays the two hands. (See page 7.)

An overbid has for its aim the attainment of one of three objects—that of securing the bid and going game; that of preventing the adversaries from getting their bid if by reason of the score they would likely go game; or that of forcing the adversaries to overbid their hand, then announce a double, and score penalties at their doubled value.

SUBSEQUENT BIDDING

Under ordinary conditions game takes precedence of all things else, and the effort put forth to its attainment cannot be too strongly advocated.

The effort at certain scores to prevent the adversaries from getting their bid involves some of the prettiest tactics of the game. Particularly should this measure be adopted when we can offer no defense in the adversary's suit and in the process we do not incur too great risk.

The effort to tempt the adversaries to overbid their hand, while constituting one of the most fascinating features of the game, is of necessity attended with more or less risk. There is the ever-present danger that we ourselves may be left with an impossible contract; in fact, that the tables may be completely turned and the adversary accomplish the end we have had in view. The maneuvering of this strategic move calls for great skill as well as exactitude in determining the minimum loss one is willing to incur in the hope of a possible great gain. In Auction *par-lance* overbidding of this nature is known as "flag-flying."

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Many of the suggestions given for second, third and fourth bidders in regard to overbidding, strengthened or weakened, of course, because of one's further knowledge of the strength or weakness of the various hands, apply under similar conditions to all players on subsequent rounds. A few general suggestions only will, therefore, be given.

It may not be amiss again to state that in overbidding to escape a double, or to save game, one should bid simply the number of tricks necessary to this end. In the effort to save game, a loss of one trick, or a 50 point penalty, may usually well be risked; or, if it be the rubber game, a loss of two tricks, or a 100 point penalty. Greater risks than this the wise player will not, as a rule, venture.

As a matter of fact, the more Auction is played and the more rational and logical have its methods become, the less do experienced players gamble on their hands or take needless chances. While courage is one of the attributes of the successful Auction player, it being the weak player who concedes a victory without an effort, rash-

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ness on the other hand cannot be too strongly deprecated. When we see, therefore, that the rubber is hopelessly against us, it stands us in good stead to concede it cheerfully, and with show of grace, "assuming a virtue if we have it not," and strengthened by the knowledge that the truest, best and most sportsmanlike players are not only good winners but cheerful losers.

Auction is essentially a game of inferences, and in none of its various phases is this more evident than when it comes to overbidding. Whether to raise our own bid, to support partner's, or to announce a new one; whether to pass or double depends so largely upon the inferences gained from the respective policies of the various players.

When we find that partner does not support our bid, and makes none of his own, he is infernally weak, and further bidding on our part is usually warranted only when holding exceptional strength, or by reason of the score. This becomes accentuated if both adversaries are bidding, one supporting the other, or each making a bid of his own.

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When all players are bidding, the strength of the hand is probably pretty evenly divided, and a large contract should, as a rule, be avoided. It develops occasionally, however, that one side holds nearly all the hearts and the other the diamonds, and in such case the bidding usually runs easily into three and four trick contracts. For one's further guidance in such case it may be stated that if the side holding hearts goes "three hearts" and is overcalled with "four diamonds," "four hearts" should as a rule be promptly announced, assuming, that is, that the "three heart" bid was entirely justifiable. This quells further bidding on the part of the diamond holders, and as a rule wins out, in any case engendering usually a limited loss.

When one adversary calls no-trumps, and his partner increases the call (we meanwhile having announced "two hearts"), it would show both adversaries to be strong, and it would therefore seldom be right for us to go "three hearts." Should we do so, and secure the bid, it would more often than not result in loss.

Examples could be given indefinitely, but time

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and space forbid. And, after all, it is not study alone, but study combined with practice and oftentimes hard experience, that evolve the strong, sound and capable player.

In conclusion, I append simply the following injunctions:—Be ever on the alert; note the various bids and by whom made; deduce the right inferences therefrom; bear in mind which adversary is strong and which is weak and your relative position regarding them; credit your partner with just the strength he indicates and no more; endeavor to gauge the value of your hand subject to the various inferences received, and when necessary, bid up to its full value, but do not overbid unless with a distinct, laudable and legitimate object in view.

DOUBLING

A double at Auction is governed by radically different conditions from those governing a double at Bridge.

A declaration is made at Bridge, a double is called and both declaration and double stand. A declaration is made at Auction, a double is called, a new declaration is generally announced (the direct result of the double), and the double becomes null and void. In other words, a double at Auction but paves the way for further bidding, and a bid of higher value cancels it. That is to say, a bid of "two diamonds" cancels a double no-trump; "three hearts," a double "two no-trumps"; "four diamonds," a doubled "three hearts," and so on.

A double which in Bridge would be obvious and self-evident, and redound materially to one's gain, in Auction would often be attended with

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fatal results. As an example: The dealer at Bridge calls no-trumps. Eldest hand with a solid suit of seven or more cards, doubles, *runs* with his suit, and takes the odd trick or tricks before the dealer gets a lead. At the same declaration and with the same holding at Auction, a double would but induce a change of bid, with the result that whereas had we maintained a discreet silence and concealed our strength, we would have secured a good overtop score, as a proper punishment for an unwise double, we have left ourselves defenseless and enabled the declarant to make good his bid and doubtless go game.

A double by no means implies, as in Bridge, that the player doubling hopes or even expects to win the odd trick or tricks, but rather that he does not think the declarant will make good his contract.

A double increases the penalty points from 50 to 100 for each missing trick, and to secure this increase is, of course, the motive that induces the double.

If the declarant makes good, having been

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doubled, he scores the doubled value of the tricks below the line as in Bridge. He also scores above the line, irrespective of any honor score he may be entitled to, 50 points for making good and 50 points per trick for any trick he may take in excess of the number bid.

As can be seen, a double can easily result in far more good to the player doubled than to the doubling player, and should not be attempted save under conditions and at scores fully warranting it. The practice, in reality, is one which is usually far "more honored in the breach than the observance." The player with speculative tendencies too largely developed belongs to the anomalous class of the "adventurous no-trumpers" and "light-hearted makers of expensive suits" at Bridge, and is a hindrance to good play and appreciated neither as a partner nor an adversary.

The rash bidder and doubler at Auction possess the additional disadvantage of often having it within their power to lengthen the rubber beyond all reason (this, in fact, being the only serious objection that has been urged against

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the game), the overtop score increasing rapidly, but the trick score making no appreciable advance.

A re-double implies that the player doubled, or his partner, according to the one re-doubling, expects to make good in spite of the double and the contingent warning of adverse strength. A re-double gives the adversaries penalties to the value of 200 points per trick if the declarant fails. On the other hand, the declarant, if making good, scores the re-doubled value of all the tricks taken, 100 above the line for making good, and 100, also, above the line for each and every trick taken in excess of the number bid.

A player doubles or re-doubles an adversary; under no conditions, his partner. One re-double only is allowed.

A double is in no sense a declaration save that it opens the way for further bidding, and, as has been shown, a bid of higher value counteracts it. The privilege of making the higher bid extends to all players, including the declarant or his partner.

Other things being equal, a player is in the best

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position to double when he is to the left of the player doubled. Otherwise he may be led through and his strength be completely routed. So, also, the player re-doubling is in the best position when he sits to the left of the player doubling.

A double is in a sense a danger signal, proclaiming adverse strength and warning the declarant and his partner of the risk they will incur if the hand is played at their declaration. A double in a measure obligates the partner of the player doubled, unless willing to take the chances, or perhaps strong enough to re-double, to take his partner out of the threatened danger by making another and presumably less dangerous declaration. This he should undoubtedly do—the conditions not being as above stated—if the new bid would insure some hope of success, and would call for fewer rather than a greater number of tricks. To do so, however, with little hope of success, and especially when having to call a greater number of tricks, would be unsound. In such case one should pass, leaving to his partner, the player doubled, the option of

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playing the hand at its doubled value, of redoubling, or announcing a new bid.

The advisability of a double, as in Bridge, is often dependent to a certain extent upon the score. If the adversaries' score is such that their contract, if fulfilled, would enable them to go game, a double offering even, or perhaps slightly less than even, chances of success, is usually good. When the reverse is the case, and the normal trick values would not insure game, though the doubled value would—assuming the contract to be made good—the double would be unsound.

If there is a question between a double and a bid which would apparently insure game, we should calculate as closely as possible the value of the penalties which the double would likely insure and be governed accordingly. If at the rubber game the chances seem good for a 300 point penalty, or, at the ordinary game, for a 200 point penalty, the double should generally be called. With a smaller reward in sight, the bid should be announced.

The double of a "one" trick contract, save a

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“ one ” trick spade or club, and then, as has been explained, as an informatory measure, not in the hope of expectation of the double standing, is both unwise and impolitic, more often than not resulting to one’s material disadvantage. In fact, any double which offers an easy outlet of escape should be studiously avoided. The true time to double is when the adversaries have been forced to so high a contract that they have probably overreached themselves and are in a position where they cannot escape without encountering greater difficulties still. It is then that the double accomplishes its sure, deadly and effective work.

The larger the contract which the adversaries undertake, the less the strength required for a double and *vice versa*. A double of a “ four ” trick, or larger, contract may often be announced on a comparatively small amount of trump strength, if holding some side suit strength.

A re-double is influenced by much the same considerations as those governing a double, and reiteration is therefore unnecessary.

Let me, however, sound a note of warning and especially for such players as have a *penchant*

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for illogical and visionary policies and plays. The cases are rare and the circumstances unusual which warrant a re-double, and if the player considering it will but remember that "discretion is the better part of valor," and in the majority of cases refrain from the act, a much higher score than would otherwise be the case will usually be his ultimate reward.

As a matter of fact, as in Bridge, the soundest, best and most experienced players indulge but rarely in the always fascinating, but more often than not dangerous practice of doubling and re-doubling, it being the less sound and illogical to whom the process offers fascinations too great to be resisted.

THE DECLARANT'S PLAY

When the bidding has finally ceased and it is known who is the declarant, and whether the hand is to be played at a trump or no-trumps, the player to the left of the declarant leads to the first trick. Then, as in Bridge, dummy's hand comes down and the game proceeds.

The actual play is governed largely by the principles governing Bridge play, subject of course to inferences from the bids, or lack of bids, of the respective players.

Assuming that the player essaying Auction has some previous knowledge of Bridge—this, in fact, being essential to his proper advancement—I will append a few general suggestions only bearing upon the play of the hand.

The moment dummy's cards are upon the table the declarant should take a hasty mental inventory of his combined forces, noting his

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weak points no less than his strong, and, with the aid of inferences as to the particular location of adverse suits, endeavor to plan and successfully carry out what line of play seems to insure the best possible results.

The first object should be to win game. *If such a thing could be possible*, the attainment of game at Auction is of even greater importance than in Bridge, since at Bridge one can win game either as declarant or adversary, while at Auction a player can win game only as declarant. Moreover, in Bridge one becomes declarant at every fourth deal. In Auction it might transpire that several deals would pass without one again being declarant.

If at the start or as the hand develops, we see that game is impossible, we should try next for the fulfillment of our contract, relaxing no effort until this end is attained, or it becomes evident it cannot be attained. If overthrow is inevitable, we should so conserve our remaining forces as to incur as small a loss as possible.

At a *no-trump declaration*, as in Bridge, we

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should generally work to the establishment of a suit, obviously the suit which is longest in the two hands, in doing so taking care when the suit is established to have the lead in the hand containing the greater number. The better to do so, to avoid blocking, and perhaps to make a successful finesse, we should endeavor to make the correct lead from the correct hand; usually from the hand containing the smaller number of cards of the suit to the one containing the greater, or *from the weak to the strong*.

As it is useless to establish a suit unless there is a chance of its being brought in, we should look ahead and as far as possible plan for re-entries in the hand where the suit is to be established.

We should make finesses as advisable; discards, and our knowledge in many cases of the location of the adverse suits, being of help in this direction. We should especially guard, however, against a finesse on the trick, which, if won, would enable us to make game, or make good our contract. Still, in cases where a finesse, if successful, would give us the rubber game, but,

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if unsuccessful, would result in the loss of our contract by not more than one trick, the finesse is generally justifiable, provided the chances for success are about even and the declaration has not been doubled.

We should constantly bear in mind the importance of *leading through the strong* and, conversely, *up to the weak*. Here again inferences from the bids will often prove of help.

We should note the adverse lead and know whether it stands for the leader's suit or his partner's. If it is the fourth best card of the leader's suit, we should often infer as to the particular holding, and profit by inferences from the *eleven rule*.

The *eleven rule* is a rule, the use of which often enables a player to calculate definitely as to number, and approximately as to the value of the cards of a suit higher than the one led which are not in the leader's hand; that is, are variously distributed among the other players. By reason of its very nature the rule can be applied only on the lead of a fourth best card. To apply the rule we simply deduct from eleven the number

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of spots on the card led. For instance:—eight is led. Eight from eleven leaves three. There are then three cards of the suit higher than the one led, the eight, which are not with the leader. The application of inferences from the eleven rule involves at times extremely pretty and profitable play.

The importance of holding up the command of the adverse suit until such round as will likely exhaust the partner of the holder of what cards he holds of the suit—this to handicap the holder and make the *bringing in* of the suit dependent upon his holding re-entry in another suit—is fully as great in Auction as in Bridge. To be sure there are cases where holding up would not be advisable, and it would be better to play the command at once; as, for instance, if our side holds a long fully established suit, and there are enough tricks in sight to insure game; if we hold two commanding cards of the suit, or still another card that will eventually be in command; or if we are defenseless in one suit.

At a *trump declaration*, we should note the number of trumps in the two hands, as well as

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what outside strength the hands contain, and plan accordingly.

If holding the majority of trumps, seven or more, upon securing the lead as a general thing we should at once lead trumps, in the hope to exhaust the adversaries and perhaps make good an established suit, or high or commanding cards of shorter suits. However, the better to insure a successful finesse, it is at times important to lead the trumps from one hand rather than the other, and when this is so, the effort should usually first be made to place the lead in the proper hand.

It is generally well also to postpone the trump lead if the weak trump hand is void of a suit and we can establish a ruff. Care should be taken, however, in the adoption of such a policy, and decidedly it should not be attempted if there were a chance of being over-trumped. Should the trumps in the two hands total nine, two rounds generally would exhaust the opponents when, unless the shorter hand held originally two trumps only, the ruff could then be given without any contingent risk.

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A *cross ruff* (alternate trumping by partners) is a pretty and trick-winning play, and should be utilized to the utmost whenever the opportunity for it develops.

SECOND HAND PLAY on the part of the declarant is influenced by a variety of considerations: the rank of the card led and the evident bearing of the lead; the particular cards held of the suit led; where it seems expedient to keep re-entries, or to have the lead; and to a greater or less degree as to whether the declaration be a trump or no-trumps.

At a *trump declaration* even on low card led it is often well when holding ace of the suit to play it and lead the trump. This play should always be observed if the ostensible object of the lead is to secure a ruff; or if we may establish a ruff in our weak trump hand.

If able to win the trick in either hand, we should do so in the hand least likely to need re-entries at a later stage, or where it seems most desirable to have the lead. If neither of these considerations has any special weight it is often well to play low in the second hand in order to

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capture a high card of the suit from third player.

The cover from a *fourchette* (a card higher and a card lower than the one led) should be duly observed.

In *discarding* we must rely chiefly upon our own judgment, it being impossible to formulate a system which would in any sense cover the ever varying situations. We should take special care, however, to protect such cards in either hand as may be needed for re-entries.

To sum it up in a word, the declarant's play throughout, whether at no-trumps or a trump, calls for alertness, judgment and decision; the perception to grasp, and the ability to utilize to the utmost any situation which promises to the ultimate good.

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As a half compensating measure for the privilege which the declarant enjoys in playing the two hands—other things being equal, this being generally conceded to be worth an additional trick—the adversary gets the first chance at a lead, and often has it within his power to retain the lead until dummy's hand is exposed and he has any additional light which it perchance may afford.

As the declarant's aim is to *make* game, so the adversaries' aim is to *save* game. The adversaries, in fact, are actuated by a twofold motive: first, to save game; secondly, to overthrow the contract.

As in Bridge at a *no-trump* declaration, the adversaries usually work to the establishment of a suit, but whether to work for one's own suit or one's partner's, depends upon several conditions.

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If one's own suit be established there is of course no question. So, also, if it may be established in one round, and particularly if the hand contain re-entry, there is little doubt. With less strength, however, and especially if the suit be so constructed that it were better *led to* than *led from*, that is, if it contain a tenace, it is generally better to work for one's partner's suit, and more than ever, if, because of inferences from the bids, one has reason to infer his suit to be unusually strong.

When leading to partner's suit, we lead the highest card that we hold of the suit, the better to avoid blocking, and to enable partner to read just what assistance we can render in the suit.

When leading our own suit, we lead fourth best card of the suit, unless holding exceptional strength, when we lead high. (A table of leads appears on pages 78 to 82.)

If partner has not indicated a suit and we hold two suits of intrinsically equal length and strength, one red and one black, we lead the black preferably to the red, because of the in-

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ference that partner, if strong in red, would have overbid. Obviously, then, his strength, if he has any, is in the black suits.

If partner doubles the dealer's no-trump bid, there having been no intermediate bids, we should lead our highest spade. We of course infer that partner has an exceptionally strong suit, and, that since were it a red suit, or even clubs, he would have indicated it by a bid, obviously it must be spades. Such double and lead are known as the *spade convention*.

As against a *trump declaration*, establishment tactics are seldom employed, but one resorts rather to defensive measures. In other words, we aim to make high or commanding cards early, before the dealer gets a chance to discard the suit or suits in which they occur, and thus prevent their making at all; to force partner, and to invite a force; in a word, to play what in Whist *parlance* is known as a *running game*.

The best opening lead is from a suit containing both ace and king. This gives us a look at dummy while we still hold the lead and we may then give up the other commanding card, or adopt

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some other policy, as dummy's hand and the fall to the first round may possibly suggest.

A Singleton lead also constitutes a good opening lead, and particularly when we are weak in trumps. If we can save one or more small trumps before the dealer gets in and exhausts trumps, we have gained to just that extent.

The lead of ace from ace and four or more other cards, not including king, is also a good opening lead. In fact, any suit headed by ace and not including king calls for an ace lead. However, if this suit contains less than five cards, it is often well to avoid leading from this suit, in the hope that sooner or later it will be led by the adversary, and this ace will enable us to capture a high adverse card.

A king, queen suit also constitutes a desirable suit to lead; in fact, any combination calling for the lead of a high card, as queen, jack, ten; queen, jack, nine; jack, ten, nine; and king, jack, ten. (See pages 79 to 82 for leads.)

It is not to be inferred that we should not often lead our partner's suit preferably to our own. In fact, unless having an ace, king suit, a

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singleton, or a suit justifying the lead of ace, it is frequently better to try for partner's suit. This is particularly desirable when his bid has indicated strength.

If we can detect that partner is void of a suit, we should lead the suit that he may ruff. If a cross ruff may be secured, it will redound usually to the mutual advantage.

As in Bridge, we should force the strong adversary, but never the weak, and whenever possible should observe the principle of *leading through the strong*, and, conversely, *up to the weak*. In the event, therefore, that partner doubles, we should on no account lead a trump, but should endeavor rather to throw the lead to him, that the trump lead, if in his judgment expedient, may be made by him *through* the strong adversary.

TABLE OF LEADS

LEADS AT A TRUMP DECLARATION

From ace, king only, lead *ace* and follow with king. (This shows no more of the suit and the

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ability to ruff the third round.) *Never* lead ace when holding king except when you hold ace, king only.

From ace and any other cards, not including king, lead *ace*. Follow with queen if you hold both queen and jack. This in order to force the king and leave the jack in command. From any other combination, follow with fourth best. Avoid leading from a tenace suit (ace, queen) if you can, unless the suit contains five or more cards. Then make sure of your ace at once.

From ace, king and one or more others, lead *king*. Follow with ace unless you also hold queen, when you follow with queen; or both queen and jack, when you follow with jack.

From king, queen, with or without smaller cards, lead *king*. When the suit contains other cards also, follow with a small card if the king wins. If the king falls to the ace, upon regaining the lead, follow with queen, unless you also hold jack, when follow with jack.

From queen, jack, ten; or queen, jack, nine, with or without smaller cards, lead *queen*.

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From jack, ten, nine, with or without smaller cards, lead *jack*.

From king, jack, ten, lead *ten*.

From all long suit combinations save as above given, lead fourth best, counting from the top down. Upon regaining the lead, follow with the commanding card if you hold it. If holding second and third best cards, follow with second best to force the command.

When leading from a three card suit, lead the card heading the suit if it be headed by jack, or smaller card; or if it be headed by two high cards in sequence. (Exception: from ace, king, and one small, lead *king*.)

From a two card suit lead the higher card of the two. Avoid if possible a two card suit containing a tenace, as ace, queen; ace, jack; king, jack, etc., unless you *know* this to be your partner's suit.

LEADS AT A NO-TRUMP DECLARATION

From ace and seven or more cards, not including king, lead *ace*.

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From ace, queen, jack and others, lead *ace*, if the suit contains seven or more cards, or if you have re-entry in another suit. With less than seven, and without re-entry, first lead *queen* in the hope at once to force the king and establish the suit.

From ace, king, seven or more in suit, lead *king*.

From king, queen, seven or more in suit, lead *king*.

From ace, king, queen, four or more in suit, lead *king*.

From ace, king, jack, four or more in suit, lead *king*.

From king, queen, jack; or king, queen, ten, four or more in suit, lead *king*.

From queen, jack, ten, four or more in suit, lead *queen*.

From jack, ten, nine, four or more in suit, lead *jack*.

From king, jack, ten, four or more in suit, lead *ten*.

From other combinations lead *fourth best*.

On the second round generally lead command-

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ing card, if holding it, unless it be in sequence with one or more smaller cards, when lead lowest of sequence.

Otherwise, if remaining with second and third best cards, usually lead second best.

When leading your partner's suit, either at a trump or no-trumps, lead the highest card you hold of the suit.

SECOND HAND PLAY

As second hand player we generally play low; as a rule, the lowest card we hold of the suit led.

The principal exceptions may be briefly summed up as follows:—

At a declared trump we should usually cover an honor led from strength with ace; at times also a small card led.

We should also cover an honor with an honor, other than ace, when the honor in our hand is not more than twice guarded. This play should be observed though we know that an honor higher still, perhaps the ace, is held by third player.

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We should also cover a nine or higher card when holding a fourchette. The object of the cover in both these cases (in the event of the card played not holding the trick) is to force a higher adverse card, and thus compel two high adverse cards to the one trick, often in consequence making good in the hand of partner a card of the suit which otherwise would be valueless. The cover from the fourchette possesses the additional advantage that it promotes a card in our own hand.

We should cover the card led when inferences from the eleven rule enable us to read that we hold all the cards of the suit higher than the one led which are not with the leader, playing the lowest of these cards.

We should cover the card led with the lowest of two or more high cards in sequence, unless from dummy's holding we see that a still lower card will serve as well.

A good general rule for second hand player when sitting to dummy's right is to "beat the dummy" if he can. This should not be taken too literally, however, or at the expenditure of

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too great strength. It applies chiefly to cases like the following: Dummy holds perhaps guarded queen of the suit which his partner opens with a small card. We hold guarded king. Especially at a trump declaration, when usually the guiding motive of our play is to take all the tricks in sight, the play of the king is obvious.

THIRD HAND PLAY

When as third player we secure the lead at a *no-trump declaration*, we should, as a rule, return our partner's suit, unless having an established suit of our own, or a suit which may be established in one round, we at the same time holding re-entry.

If in any doubt as to which suit to lead, we should give the benefit of the doubt to partner and return his suit. The fact that the dummy hand contains the command of the suit should by no means prevent its return. The command must be forced before the suit can be established, and generally the sooner this is done the better.

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However, if the dummy hand contain two commanding cards of the suit, or a tenace, we should usually shift to our own suit, or, if it be not worth trying to establish, to a suit in which dummy is weak.

In returning partner's suit, we lead the higher of two cards, or the lowest of three or more, unless holding the command, or both second and third best, when, in the one case, we return the command, in the other, second best. If we can detect that we are longer in the suit than partner, these rules should be disregarded and we should so lead as to compel partner to give up what high cards he holds of the suit, and leave us ultimately in command. So, also, it is often well to return the highest, regardless of number held, when dummy holds no high card of the suit, and we may perhaps lead the jack, ten or nine, and beat dummy from the start.

We should strictly observe *unblocking* tactics, should play the lowest of cards in sequence, and whenever possible should profit by inferences from the eleven rule.

At a *trump* declaration, like our partner, we

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should be impressed with the importance of making high or commanding cards early, of forcing partner, and of inviting a force; also of forcing the strong adversary.

If partner leads king of a plain suit and we hold two cards only of the suit (not an honor), or two small and the queen (three in all), to the first round of the suit we play the higher of the small cards, and to the second round the smaller. This play constitutes an *echo* and encourages partner, other conditions seeming favorable to his doing so, to go a third round of the suit, it being within our power to win with the queen or trump the suit.

The leads, as given on pages 78 to 82, apply to third player equally with the leader.

THE DISCARD

A slight difference of opinion exists as concerns the discard in Auction, some approving of strength at a trump declaration and of weakness at no-trumps. Others, again, advocate weakness

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both at a trump and no-trumps. Because of this difference of opinion it is always well to have an understanding on the subject before starting in to play.

In reality it is a difficult thing to adhere strictly to any special system of discarding, more depending upon the judgment of the player making the discard and the perception of his partner than anything else. The necessity for the informatory feature of the discard being to a great extent eliminated because of inferences as to one's partner's suit often gained from bids, one can use more latitude in regard to discarding than is the case in Bridge.

However, the players who adhere to a system will find the *reverse discard* useful when wishing to make a departure. The *reverse discard* is the discard first of a higher and then of a smaller card of a suit, and it reverses the usual meaning of a discard; that is, when ordinarily the discard would show weakness, it would show strength, and *vice versa*. The reverse discard should be attempted only when one is pretty well assured that the suit which is being led, and to which lead

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the player starts the discard, will go two rounds uninterruptedly; otherwise, one's partner may take his clew from the one discard and lead the wrong suit. To obviate this danger as far as possible, it is well, if otherwise practicable, to start the reverse discard with a card as high as a seven, thereby the more surely enlisting the partner's attention.

The importance of securely guarding an honor or honors in shorter or weaker suits, in the hope to prevent the establishment and bringing in of the suits by the declarant, needs scarcely to be emphasized.

In discarding from partner's suit, especially at no-trumps, we should use care not to discard all the cards we hold of the suit; also, having begun to unblock in the suit, as to the particular card we discard. Having begun to unblock, from two cards only, we discard the higher; from three, the intermediate one. A careless discard could easily block the suit.

Except at a trump declaration with the object in view of ruffing the suit, the discard of a singleton should be avoided. The discard of the com-

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mand of a suit shows complete control of the suit. When a player has once led, the discard first of a higher and then of a lower card of a suit shows re-entry in the suit discarded.

THREE-HANDED AUCTION

Three-handed Auction forms a pleasing variation of Auction proper and when the requisite number is lacking for the four-handed game, constitutes an agreeable substitute.

As in Auction the players cut for deal, the one cutting the lowest card securing the deal. The player cutting the next lowest sits to the dealer's left, and the remaining player to his right. For greater convenience four chairs should be ranged around the table, or a round table should be used.

The cards are dealt one at a time from left to right, dummy's cards being dealt in their proper order, but to the center of the table rather than opposite the dealer.

The dealer bids first, then each of the other two players in turn.

Each bid is an independent bid; that is, each player considers his own holding solely with

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reference to the unknown quantity in the hand of dummy.

The player who makes the highest bid becomes the declarant and plays his own and the dummy hand. When the question as to who is the declarant is settled, the remaining two players adjust their positions so as to sit opposite each other, they, for the time being, acting as partners. The player to the left of the declarant leads to the first trick, and the declarant then sorts and lays face upward upon the table the cards dealt to dummy.

As in the four-handed game, trick scores can be made only by the declarant and then only when he makes good his contract. Penalties are scored in the usual way; also chicane, slam, etc. Honors, however, are scored by each player as held; that is, each ace held by a player at a no-trump declaration gives him an honor score of 10 points; or 100 if he holds the four aces.

At a trump declaration one honor in the hand of any player gives him an honor score equal to the normal value of the trick; two honors, the doubled value of the trick; three honors, the

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trebled value; four honors, eight times the value; five honors, ten times the value. For example:—one honor held by a player at a spade declaration, entitles him to an honor score of 2 points; two honors, 4 points; three honors, 6 points; four honors, 16 points; and five honors, 20 points.

Doubling and re-doubling follow the same rules as in the game proper.

100 points are scored in the honor score for each game won; 250 for the rubber. Game consists of 30 points. Four games constitute a rubber. Any player winning the first two games wins the rubber, and the remaining two games are not played.

To determine finals, add the trick and honor score of each player separately. Then subtract in turn the two lower scores from the highest, and then the lowest of all from the next lower. The difference in each case represents the particular gain or loss.

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THE RUBBER

1. The partners first winning two games win the rubber. If the first two games decide the rubber, a third is not played.

SCORING

2. A game consists of thirty points obtained by tricks when the declarer fulfills his contract, exclusive of any points counted for honors, chicane, slam, little slam, or under-tricks.

3. Every deal is played out, and any points in excess of the thirty necessary for the game are counted.

4. When the declarer fulfills his contract, each trick above six counts towards the game, two points when spades are trumps, four when clubs are trumps, six when diamonds are trumps, eight

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when hearts are trumps, and twelve when there are no trumps.

5. Honors are ace, king, queen, knave, and ten of the trump suit; or the four aces when no trump is declared.

6. Honors are credited in the honor column to the original holders, being valued as follows:

When a Trump is Declared.

3 honors held between partners equal value of 2 tricks.

4 " " " " " " " 4 "

5 " " " " " " " 5 "

4 " " in 1 hand " " " 8 "

4 " " " 1 " {5th in
part-
ner's
hand} " " " 9 "

5 " " " 1 " " " " 10 "

When No Trump is Declared.

3 aces held between partners count 30.

4 " " " " " 40.

4 " " in one hand " 100.

7. Slam is made when seven by cards is scored, independently of tricks taken as penalty

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for the revoke; it adds forty points to the honor count. (Law 87 prohibits the revoking side from scoring slam or little slam.)

8. Little slam is made when six by cards is similarly scored; it adds twenty points to the honor score. (Law 87 prohibits the revoking side from scoring slam or little slam.)

9. Chicane (one hand void of trumps) is equal in value to simple honors, i.e., if the partners, one of whom has chicane, score honors, it adds the value of three honors to their honor score; if the adversaries score honors, it deducts that value from theirs. Double chicane (both hands void of trumps) is equal in value to four honors, and that value must be deducted from the honor score of the adversaries.

10. The value of honors, slam, little slam or chicane, is not affected by doubling or re-doubling.

11. At the conclusion of a rubber the trick and honor scores of each side are added, and two hundred and fifty points added to the score of the winners. The difference between the completed scores is the number of points of the rubber.

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12. A proved error in the honor score may be corrected at any time before the score of the rubber has been made up and agreed upon.

13. A proved error in the trick score may be corrected prior to the conclusion of the game in which it occurred. Such game shall not be considered concluded until a declaration has been made in the following game, or, if it be the final game of the rubber, until the score has been made up and agreed upon.

CUTTING

14. In cutting, the ace is the lowest card; as between cards of otherwise equal value, the lowest is the heart, next the diamond, next the club, and highest the spade.

15. Every player must cut from the same pack.

16. Should a player expose more than one card the highest is his cut.

FORMING TABLES

17. The prior right of playing is with those first in the room. If there are more than four

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candidates, the privilege of playing is decided by cutting. The four who cut the lowest cards play first.

18. After the table is formed the players cut to decide upon partners, the lower two playing against the higher two. The lowest is the dealer, who has choice of cards and seats, and who, having made his selection, must abide by it.

19. Six players constitute a complete table.

20. The right to succeed any player who may retire is acquired by announcing the desire to do so, and such announcement shall constitute a prior right to the first vacancy.

CUTTING OUT

21. If, at the end of a rubber, admission be claimed by one or two candidates, the player or players having played the greatest number of consecutive rubbers shall withdraw; but when all have played the same number, they must cut to decide upon the outgoers; the highest are out. (See Law 14 as to value of cards in cutting.)

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RIGHTS OF ENTRY

22. A candidate desiring to enter a table must declare such wish before any player at the table cuts a card, for the purpose either of beginning a new rubber or of cutting out.

23. In the formation of new tables those candidates who have not played at any other table have the prior right of entry. Those who have already played decide their right to admission by cutting.

24. When one or more players belonging to another table aid in making up a new one, the new players at such tables shall be the first to go out.

25. A player who cuts into one table while belonging to another shall forfeit his prior right of re-entry into the latter, unless he has helped to form a new table. In this event he may signify his intention of returning to his original table when his place at the new one can be filled.

26. Should any player quit the table during the progress of a rubber, he may, with the consent of the three others, appoint a substitute to play

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during his absence; but such appointment shall become void with the conclusion of the rubber, and shall not in any way affect the substitute's rights.

27. If any one break up a table, the remaining players have a prior right at other tables.

SHUFFLING

28. The pack must not be shuffled below the table nor so that the face of any card be seen.

29. The dealer's partner must collect the cards from the preceding deal and has the first right to shuffle the cards. Each player has the right to shuffle subsequently. The dealer has the right to shuffle last; but should a card or cards be seen during the shuffling, or while giving the pack to be cut, he must re-shuffle.

30. After shuffling, the cards, properly collected, must be placed face downward to the left of the next dealer.

THE DEAL

31. Each player deals in his turn; the order of dealing is to the left.

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32. The player on the dealer's right cuts the pack, and in dividing it he must leave not fewer than four cards in each packet; if in cutting or in replacing one of the two packets a card be exposed, or if there be any confusion or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

33. When the player whose duty it is to cut has once separated the pack, he can neither re-shuffle nor re-cut, except as provided in Law 32.

34. Should the dealer shuffle the cards after the cut, the pack must be cut again.

35. The fifty-two cards shall be dealt face downward. The deal is not completed until the last card has been dealt.

36. There is no penalty for a misdeal. The cards must be dealt again.

A NEW DEAL

37. There *must* be a new deal—

- (a) If the cards be not dealt into four packets, one at a time and in regular rotation, beginning at the dealer's left.

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- (b) If, during a deal, or during the play, the pack be proved incorrect or imperfect.
- (c) If any card be faced in the pack.
- (d) If any player have dealt to him a greater number of cards than thirteen, whether discovered before or during the play.
- (e) If the dealer deal two cards at once and then deal a third before correcting the error.
- (f) If the dealer omit to have the pack cut and either adversary calls attention to the fact prior to the completion of the deal and before either adversary has looked at any of his cards.
- (g) If the last card does not come in its regular order to the dealer.

38. There *may* be a new deal—

- (a) If the dealer or his partner expose a card before the deal has been completed. Either adversary may claim a new deal.
- (b) If either adversary expose a card before the deal has been completed. The dealer or his partner may claim a new deal.

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- (c) If, before fifty-one cards are dealt, the dealer should look at any card, his adversaries have the right to see it and either may exact a new deal.
- (d) If, in dealing, one of the last cards be exposed, by the dealer or his partner, and the deal be completed before there is reasonable time for either adversary to decide as to a new deal. In all other cases such penalties must be claimed prior to the completion of the deal.

39. The claim for a new deal by reason of a card exposed during the deal may not be made by a player who has looked at any of his cards. If the deal stands, a card so exposed cannot be called.

40. Should three players have their right number of cards, the fourth less than thirteen, and not discover such deficiency until he has played, the deal stands; he, not being dummy, is answerable for any established revoke he may have made as if the missing card or cards had been in his hand. Any player may search the other pack for it or them.

41. If, during the play, a pack be proved in-

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correct or imperfect, such proof renders the current deal void but does not affect any prior score. (See Law 37 b.) If during or at the conclusion of the play one player be found to hold more than the proper number of cards and another have an equal number less, the hand is void.

42. A player dealing out of turn or with the adversaries' cards may be corrected before the last card is dealt, otherwise the deal must stand, and the game proceed as if the deal had been correct.

43. A player can neither cut, shuffle nor deal for his partner without the permission of his adversaries.

DECLARING TRUMPS

44. The trump is declared. The dealer, having examined his hand, must declare to win at least one odd trick, either with a named trump suit, or at no-trumps.

45. After the dealer has made his declaration, each player in turn, beginning with the player on the dealer's left, has the right to pass, to double or re-double the previous declaration, or

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to over-call the previous declaration by making a bid of higher value.

46. A call of a greater number of tricks in a suit of lower value, which equals the previous call in value of points, shall be considered a call of higher value. For example: A call of two tricks in spades is better than a call of one trick in clubs; two in diamonds over-calls one in no-trumps.

47. A player may overbid the previous call any number of times, and may also overbid his partner; but he cannot raise his own call unless it is over-called by another player in the interval.

48. The play of the two combined hands shall rest with the partners who make the final call. When two partners have both made calls in the same suit, the one who first named that suit shall play the hand, his partner becoming Dummy.

49. When the player of the combined hands, hereafter termed the Declarer, wins the number of tricks which were declared, or a greater number, he scores toward game the full value of the tricks won. (See Laws 2 and 4.) When he fails, his adversaries score, in the honor column,

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fifty points for each under-trick; that is, each trick short of the number declared. If the declaration has been doubled, 100 points; or 200 if re-doubled, for each such under-trick. Neither the declarer nor his adversaries score anything toward game when the declaration fails.

50. The loss on the declaration of "one in spades," shall be limited to 100 points for under-tricks, whether doubled or not.

51. If a player makes a trump declaration out of turn, the adversary on his left may demand a new deal, or may allow the declaration so made to stand, the bidding continuing as if the declaration had been in order.

52. If a player, in bidding, fails to call a sufficient number of tricks to overbid the previous declaration, he shall be considered to have declared the requisite number of tricks in the suit which he has named, and his partner shall be debarred from making any further declaration, unless either of the adversaries over-call, or double.

53. After the final declaration has been accepted, a player is not allowed to give his partner

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any information as to a previous call, whether made by himself or by either adversary; but a player is entitled to be informed at any time during the play of the hand, what the value of the final declaration was.

DOUBLING AND RE-DOUBLING

54. Doubling and re-doubling affect the score only, and not the value in declaring. For example: Two in diamonds will still over-call one in no-trumps, even if the no-trump declaration has been doubled.

55. Any declaration can be doubled, and once re-doubled, but not more. A player cannot double his partner's call, nor re-double his partner's double; but he may re-double a call of his partner's which has been doubled by an adversary.

56. The act of doubling re-opens the bidding. When a declaration has been doubled, any player, including the declarer or his partner, can make a further declaration of higher value in his proper turn.

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57. When a player whose declaration has been doubled fulfills his contract by winning the declared number of tricks, he scores a bonus of fifty points in the honor column, and for every additional trick that he may make, he scores a further fifty points. If he or his partner have re-doubled, this bonus is doubled.

58. If a player doubles out of turn, the adversary on his left may demand a new deal.

59. When all the players have expressed themselves as satisfied, the play shall begin, and the player on the left of the declarer shall lead for the first trick, no matter who dealt.

60. A declaration once made cannot be altered, unless it is over-called or doubled by another player.

DUMMY

61. As soon as a card is led, whether in or out of turn, the declarer's partner shall place his cards face upward on the table, and the duty of playing that hand, which shall be known as dummy's, and of claiming and enforcing any pen-

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alties arising during the play, shall devolve upon the declarer, unassisted by his partner.

62. Before placing his cards upon the table the declarer's partner has all the rights of a player, but after so doing takes no part whatever in the play, except that he has the right:

- (a) To ask the declarer whether he has any of a suit which he may have renounced.
- (b) To call the declarer's attention to the fact that too many or too few cards have been played to a trick.
- (c) To correct the claim of either adversary to a penalty to which the latter is not entitled.
- (d) To call attention to the fact that a trick has been erroneously taken by either side.
- (e) To participate in the discussion of any disputed question of fact after it has arisen between the declarer and either adversary.
- (f) To correct an erroneous score.

63. Should the declarer's partner call attention to any other incident of the play in consequence of which any penalty might have been exacted,

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the declarer is precluded from exacting such penalty.

64. If the declarer's partner, by touching a card or otherwise, suggest the play of a card from dummy, either adversary may, without consultation, call upon the declarer to play or not to play the card suggested.

65. Dummy is not liable to the penalty for a revoke; if he should revoke and the error be not discovered until the trick is turned and quitted, the trick must stand.

66. A card from the declarer's own hand is not played until actually quitted; but should he name or touch a card in the dummy, such card is considered as played unless he, in touching the card, say, "I arrange," or words to that effect. If he simultaneously touch two or more cards, he may elect which one to play.

CARDS EXPOSED BEFORE PLAY

67. If, after the cards have been dealt, and before the trump declaration has been finally determined, any player exposes a card from his

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hand, the adversary on his left may demand a new deal. If the deal is allowed to stand, the exposed card may be taken up, and cannot be called.

68. If, after the final declaration has been accepted, and before a card is led, the partner of the player who should lead to the first trick exposes a card from his hand, the declarer may, instead of calling this card, require the leader not to lead the suit of the exposed card.

CARDS PLAYED IN ERROR

69. All cards exposed after the original lead by the declarer's adversaries are liable to be called, and such cards must be left face upward on the table.

70. The following are exposed cards:

- 1st. Two or more cards played at once.
- 2d. Any card dropped with its face upward on the table, even though snatched up so quickly that it cannot be named.
- 3d. Any card so held by a player that his partner sees any portion of its face.

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4th. Any card mentioned by either adversary as being held by him or his partner.

71. A card dropped on the floor or elsewhere below the table or so held that an adversary but not the partner sees it, is not an exposed card.

72. If two or more cards be played at once by either of the declarer's adversaries, the declarer shall have the right to call any one of such cards to the current trick, and the other card or cards are exposed.

73. If, without waiting for his partner to play, either of the declarer's adversaries should play on the table the best card or lead one which is a winning card, as against the declarer and dummy, and continue (without waiting for his partner to play) to lead several such cards, the declarer may demand that the partner of the player in fault win, if he can, the first or any other of these tricks, and the other cards thus improperly played are exposed cards.

74. If either or both of the declarer's adversaries throw his or their cards on the table face upward, such cards are exposed and are liable to be called; but if either adversary retain his hand

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he cannot be forced to abandon it. Cards exposed by the declarer are not liable to be called. If the declarer should say, "I have the rest," or any other words indicating that the remaining tricks or any number thereof are his, he may be required to place his cards face upward on the table. His adversaries are not liable to have any of their cards called should they thereupon expose them.

75. If a player who has rendered himself liable to have the highest or lowest of a suit called (Laws 82, 89 and 97) fail to play as directed, or if, when called on to lead one suit, he lead another, having in his hand one or more cards of the suit demanded (Laws 76 and 98), or if, called upon to win or lose a trick, he fail to do so when he can (Laws 73, 82 and 97), he is liable to the penalty for revoke, unless such play be corrected before the trick is turned and quitted.

LEADS OUT OF TURN

76. If either of the declarer's adversaries lead out of turn, the declarer may either treat the

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card so led as an exposed card or may call a suit as soon as it is the turn of either adversary to lead.

77. If the declarer lead out of turn, either from his own hand or from dummy, he incurs no penalty; but he may not rectify the error after the second hand has played.

78. If any player lead out of turn and the three others follow, the trick is complete and the error cannot be rectified; but if only the second, or second and third play to the false lead, their cards may be taken back; there is no penalty against any except the original offender, who, if he be one of the declarer's adversaries, may be penalized as provided in Law 76.

79. A player cannot be compelled to play a card which would oblige him to revoke.

80. The call of an exposed card may be repeated until such card has been played.

81. If a player called on to lead a suit have none of it, the penalty is paid.

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CARDS EXPOSED DURING PLAY

82. Should the fourth hand, not being dummy or declarer, play before the second, the latter may be called upon to play his highest or lowest card of the suit played, or to win or lose the trick.

83. If any one, not being dummy, omit playing to a trick and such error be not corrected until he has played to the next, the adversaries, or either of them, may claim a new deal; should they decide that the deal is to stand, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

84. If any one play two or more cards to the same trick and the mistake be not corrected, he is answerable for any consequent revokes he may have made. This rule does not apply to dummy. If during the play the error be detected the tricks may be counted face downward, to see if any contains more than four cards; should this be the case, the trick which contains a surplus card or cards may be examined and the card or cards re-

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stored to the original holder, who (not being dummy) shall be liable for any revoke he may meanwhile have made.

THE REVOKE

85. A revoke occurs when a player, other than dummy, holding one or more cards of the suit led, plays a card of a different suit. It becomes an established revoke if the trick in which it occurs be turned and quitted (i.e., the hand removed from the trick after it has been turned face downward on the table); or if either the revoking player or his partner, whether in turn or otherwise, lead or play to the following trick.

86. The penalty for an established revoke shall be:

- (a) When the declarer revokes, his adversaries add 150 points to their honor score. This penalty is not affected by the declaration's having been doubled; but it is in addition to any liability which the revoking player may have incurred through his failure to fulfill his contract.

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- (b) When either of the adversaries revoke, the declarer may either add 150 points to his honor score, or he may take three tricks from his opponents and add them to his own. Tricks taken as penalty for a revoke may assist the declarer in fulfilling his contract, but they shall not entitle him to score any bonus in honors in case the declaration has been doubled or re-doubled.

87. Under no circumstances can the partners score anything, except for honors in trumps or no-trumps or for chicane, on a hand in which either of them has revoked.

88. A player may ask his partner if he has a card of the suit which he has renounced; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish a revoke, and the error may be corrected unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

89. If a player correct his mistake in time to save a revoke, any player or players who have followed him may withdraw their cards and substitute others, and the cards so withdrawn are not

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exposed. If the player in fault be one of the declarer's adversaries, the card played in error is exposed and the declarer may call it whenever he pleases; or he may require the offender to play his highest or lowest card of the suit to the trick, but this penalty cannot be exacted from the declarer.

90. At the end of a hand the claimants of a revoke may search all the tricks. If the cards have been mixed, the claim may be urged and proved if possible; but no proof is necessary, and the claim is established if, after it has been made, the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries.

91. A revoke must be claimed before the cards have been cut for the following deal.

92. Should the players on both sides subject themselves to the revoke penalty, each is punished at the discretion of the adversary; but the declarer cannot, whatever may have been his previous score, add anything to his trick score in a hand in which he has revoked.

93. The penalty for a revoke may be claimed

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for as many revokes as occur during a hand ; but in no event can the total penalty exceed the value of seven by cards. (See Laws 7 and 8.)

GENERAL RULES

94. There must not be any consultation between partners as to the enforcement of penalties. If they do so consult, the penalty is paid.

95. Once a trick is completed, turned and quitted, it must not be looked at (except under Law 84) until the end of the hand.

96. Any player during the play of a trick or after the four cards are played, and before they are touched for the purpose of gathering them together, may demand that the cards be placed before their respective players.

97. If either of the declarer's adversaries, prior to his partner playing, call attention to the trick, either by saying it is his, or without being requested so to do, by naming his card or drawing it toward him, the declarer may require such partner to play his highest or lowest card of the suit led, or to win or lose the trick.

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98. Either of the declarer's adversaries may call his partner's attention to the fact that he is about to play or lead out of turn; but if, during the play of a hand, he make any unauthorized reference to any incident of the play, the declarer may call a suit from the adversary whose turn it is next to lead.

99. In all cases where a penalty has been incurred the offender is bound to give reasonable time for the decision of his adversaries; but if a wrong penalty be demanded none can be enforced.

100. Where the declarer or his partner has incurred a penalty, one of his adversaries may say, "partner, will you exact the penalty or shall I?" but whether this is said or not, if either adversary name the penalty, his decision is final.

NEW CARDS

101. Unless a pack be imperfect, no player shall have the right to call for one new pack. If fresh cards are demanded, two packs must be furnished. If they are produced during a rub-

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ber, the adversaries shall have the choice of the new cards. If it is the beginning of a new rubber, the declarer, whether he or one of his adversaries be the party calling for the new cards, shall have the choice. New cards must be called for before the pack be cut for a new deal.

102. A card or cards torn or marked must be replaced by agreement or new cards furnished.

BYSTANDERS

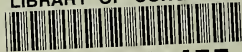
103. While a bystander, by agreement among the players, may decide any question, he must on no account say anything unless appealed to; and if he make any remark which calls attention to an oversight affecting the score, or to the exaction of a penalty, he is liable to be called upon by the players to pay the stakes (not extras) lost.



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